



NTSC U/C

PlayStation®

TEEN



CONTENT RATED BY  
ESRB

SLUS-00885

# TOMB RAIDER

## THE LAST REVELATION



CORE

EIDOS  
INTERACTIVE

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# PROPHECY

*I Semerkhet, high priest  
of Horus, forewarn that  
he who removes the Amulet  
shall have released Set.*

*He who walked abroad  
with the Jackals at the dawn  
of man shall once again  
violate the earth.*

*Set, Ruler of Evil, will  
again be Free at the turn  
of a distant Millennia. At his  
heel plagues and locusts.*

*Harvests fail under the  
broken skies.*

*And Set sayeth: "I am  
the shadow across the sun;  
I am the bringer of plagues.  
My wrath will consume  
all lands, and shall be  
ceaseless."*



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## STILL SEARCHING IN THE DARK FOR HELP?

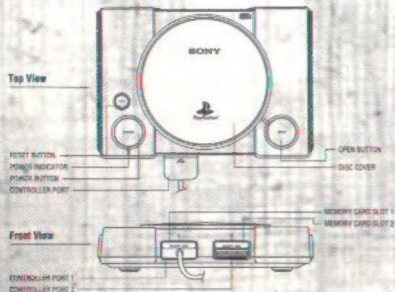
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1-900-77EIDOS (773-4367) U.S. Only

Cost of call: \$0.99/minute. Must be 18 years or have  
parent's permission. Touch-tone phone required.



# SETTING UP



2 Set up your PlayStation<sup>®</sup> game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TOMB RAIDER: THE LAST REVELATION** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

**Note:** Watch the game demo before starting play for game hints.

## MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console **BEFORE** starting play. You must have from 2 to 10 blocks free in order to save games.

## IMPORTANT

Do not insert or remove peripherals or Memory Cards once the power has been turned on.

# CONTROLS (DEFAULT)

If you're using the Dual Shock™ analog controller, press the analog mode switch to activate analog mode. The LED will turn red.

LARA

## ANALOG CONTROLS

Left Stick

R3 (press in Right Stick)

L3 (press in Left Stick)

▲ button

● button

L2 button

Right Stick

START button

SELECT button

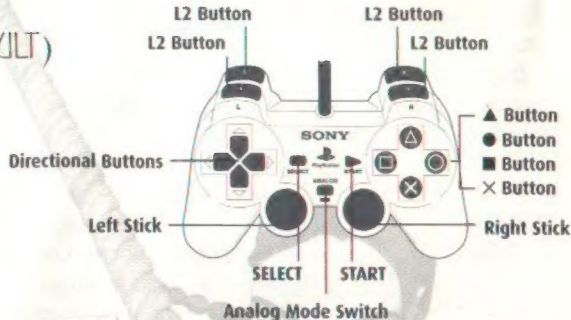
SELECT + R1 button

L2/R2 buttons

R2 button

▲

Note: Use Option mode to change the default controls (shown) and enable/disable the Vibration function (Dual Shock analog controller only).



Move Lara around playing area: push slightly to Walk/Sidestep; push fully to Run and Turn

Action

Jump

Draw/Holster weapon

Roll

Duck/(with Left Stick) Crawl

Look around

Pause/Unpause

Pause and Display Inventory

Draw/Throw flare

(while using binoculars/laser sight) Zoom in/out

(while Lara is running) Sprint; press ■ while Sprinting to Dive and Roll forward

(while using binoculars) Return to normal view

## DIGITAL CONTROLS

In Digital mode, use the analog controls with these differences:

Directional buttons	Move Lara around playing area
X button	Action (when held while using the binoculars lights up Lara's view)
■ button	Jump
LI button	(with Directional buttons) Look around/ Tap to assign/change target (Manual Targeting) or change target (Auto Targeting)/Press and hold to use laser sight
L2 button	Duck/(with Directional buttons) Crawl
R1 button	(with Directional buttons) Walk/Sidestep



Use digital controls if your controller looks like this.

## VEHICLES

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### MOTORCYCLE & SIDECAR

Position Lara next to motorcycle and press Action to climb on.

Left Stick (analog mode)	Turn left/right/Pull back
Directional buttons ←/→ (digital mode)	Turn left/right
Directional button ↓ (digital mode)	Pull back
X button/■ button	Accelerate/Brake
● button	(when stationary) Dismount
R2 button	Nitro

### JEEP

Position Lara next to door and press Action to climb into Jeep.

Left Stick (analog mode)	Turn left/right
Directional buttons ←/→ (digital mode)	Turn left/right
X button/■ button	Accelerate/Brake
R1/R2 buttons	Shift up/down (forward/reverse)
● button	(when stationary) Exit Jeep



## MENU CONTROLS

Use the Directional buttons  $\uparrow/\downarrow$  to navigate through the Menu Screens, use the  $\blacktriangle$  button to return one level and the X button to select throughout all menus.

Use the Directional buttons  $\leftarrow/\rightarrow$  to toggle through individual category options.

## MAIN MENU

Following a short introductory FMV sequence, you will see the Main Menu. At this screen the following options are available:

**NEW GAME** - Join Lara on a new adventure.

**LOAD GAME** - Access the Saved Game Screen, where you can choose to load a previously saved game.



## PAUSE MENU

Pressing **START** will pause the game and display the Pause Menu with the following options:

**RESUME** - Carry on with your game.

**QUIT** - Return to the Title Screen/Main Menu without saving your game.

**GAME SETTINGS** - Selecting this presents the following options:

**SFX VOLUME** - Use the Directional buttons **←/→** to raise or lower the volume of in-game sound effects.

**MUSIC VOLUME** - Use the Directional buttons **←/→** to raise or lower the music volume.

**CONTROL CONFIGURATION** - Choose your preferred control method from five pre-selected configurations. Use the Directional buttons **←/→** to toggle through the configurations, and press the **X** button to select.

**SCREEN ADJUST** - Use this option to reposition the game screen on your TV. Use the Directional buttons to adjust the screen, and press the **X** button to accept.

**TARGETING** - Use the **X** button to toggle between Auto and Manual Targeting.

**STATISTICS** - See how well you're progressing through the adventure.

Your Options settings will be saved automatically when you exit the game.

## QUITTING THE GAME

While playing the game, you can return to the Title Screen/Main Menu by holding down **SELECT** and then pressing and holding down **START** for 2 seconds.



# THE BEGINNING

The daughter of Lord Henshingly Croft, Lara was brought up in the secure world of aristocracy. Wanting for nothing, she was surrounded by servants, social events and high society.

Lara attended Wimbledon High School for Girls from the age of 11. Now that she was 16, her parents decided that Lara should broaden her education by studying for her A levels at one of England's most prominent boarding schools. An adventurous soul, Lara found the idea of being sent away from home an exciting prospect.

By chance one day Lara came across a copy of National Geographic on the hall table. The front cover featured a familiar name - Professor Werner Von Croy. A respected archaeologist, Von Croy had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to

remote locations in search of adventure. In some ways Von Croy had become an inspirational figure for Lara.

As Lara read further, she learned that Von Croy was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Lara burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croy on his expedition. Lord Croft could hardly disagree that travel was an education in itself.

As Lara argued the case further, he found himself walking over to the desk and penning a letter to Von Croy, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croy's reply assured the Henshingly Crofts that the territories were friendly and that he had ample experience to look after both his and

Lara's well being. Lara's company as an assistant would be welcome, as was the offer of such a generous check. He remembered Lara from his lecture - her incessant yet insightful questions had made quite an impression upon him.

And so it was agreed by all that Lara would accompany Von Croy for the duration of the tour ...

Once the game begins, listen carefully to Von Croy. His teaching and advice will prove invaluable on your travels ...

## ACTIONS

### MOVING

#### RUNNING/SPRINTING

Pressing **↑** moves Lara forward at a running pace; pressing the **Sprint** button (default **R2**) makes her temporarily sprint. A small energy bar appears; when the bar depletes Lara will revert back to a run. Pressing **↓** makes Lara jump back a short distance. Pressing **←/→** turns Lara left/right.

#### WALKING/SIDE STEPPING

Use the **Left Stick** (analog mode) or press the **Walk** button (default **RI**) with **Directional** buttons **↑/↓** to make Lara carefully walk forward or backward. Use with **←/→** to have Lara sidestep. While the **Walk** control is held, Lara will automatically stop at any edges.

#### ROLL

Pressing the **Roll** button (default **●**) makes Lara roll forward and finish up facing the opposite direction. This also works when Lara is underwater.

#### JUMPING

Press in the **Left Stick** (analog mode) or press the **Jump** button (default **L3** or **■**) and Lara will jump straight up. If you move the **Left Stick** or press a **Directional** button immediately after jumping, Lara will jump in that direction. Pressing **↓** or **Roll** after a forward jump makes Lara somersault and land facing the opposite direction. This also works when jumping backward by pressing **↑** or **Roll** after takeoff. Press the **Jump** button while holding the **Action** button to make Lara "inch" forward and grab tricky ledges.

## WIMMING

### UNDERWATER

If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.

Pressing any direction makes Lara rotate in that direction. Pressing the Jump button makes Lara swim. Lara can pull levers, pick up objects and open doors under water. Position Lara close to the object and press the Action button (default R3 or X).

### SWIMMING ON THE SURFACE

Pressing ←/→ rotates Lara, and ↑/↓ makes her swim in those directions. You can also use the Sidestep actions to swim left or right when on the surface of the water.

Pressing the Jump button makes Lara dive under the surface. Pressing the Action button with ↑ when close to an edge makes Lara climb out.

## WADING IN SHALLOW WATER

Lara won't swim in waist-deep water; instead she wades. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

## ATTACKING

### DRAWING AND FIRING WEAPONS

Press the Draw button (default ▲) to arm Lara with her currently selected weapon. Press the Action button to fire the weapon.

### TARGETING

There are now two Targeting Modes: Auto and Manual. Both modes allow you to switch lock-on from one enemy to another. To switch targets, move the Right Stick or tap the Look button (default LI). Set Targeting Mode from the Pause Menu (see page 6).



## AUTO LOCK-ON

Press the Draw button to make Lara draw her weapon. If she sees a potential target, she will lock onto it. If there are multiple enemies, tap the Look button to change targets. Press the Action button to shoot at the selected target; tap the Look button to switch to another enemy. If Lara loses sight of the enemy, the lock-on is broken.

## MANUAL LOCK-ON


This mode is like Auto Lock-On except that you must tap the Look button for the initial enemy lock-on. You can then cycle through targets by tapping the Look button repeatedly.

## LOCK-ON LIMITATION


While Lara has her guns drawn, she cannot do anything that involves using her hands. These actions are described in the following section.


## OTHER ACTIONS

### VAULTING

If Lara is faced with an obstacle that she can climb over, pressing  and the Action button makes her vault onto it.

### CLIMBING WALLS

Some walls are climbable. If Lara comes across such a surface, pressing  and the Action button makes her jump up (if there is room) and catch handholds. She will hang on while the Action button is held down. She can then climb up, down, left and right. Lara can also climb around the edges of some surfaces. Press the Jump button to make Lara jump backward away from the wall.

When Lara reaches the top of a ladder, she may see a small opening. Press the Crawl button (default L2) to make Lara duck; press  to make her crawl into the gap (if she will fit).

## CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole and press and hold the Action button, or run, jump and grab the pole. While climbing, keep the Action button pressed or Lara will let go. While on the pole, press  $\uparrow/\downarrow$  to make Lara climb up and down,  $\leftarrow/\rightarrow$  to make her rotate around the pole. Press the Jump button to backflip off.

## CLIMBING ROPES

Lara grabs hold of ropes, rotates, climbs up and down and jumps off in the same way as when climbing poles.

Use the Sprint button to make the rope swing from side to side. Press the Jump button to make Lara jump forward off the rope.

## DUCK AND CRAWL

You can make Lara duck by pressing the Crawl button. Crawl by keeping the Crawl button pressed while using the Left Stick/Directional buttons to move Lara.

## GRABBING HOLD OF LEDGES

If Lara is near a ledge while she is jumping, pressing and holding the Action button makes her grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just on ledges). Press  $\leftarrow/\rightarrow$  and Lara will shimmy sideways and even around corners of certain surfaces. Pressing  $\uparrow$  makes Lara climb up to the level above. Release the Action button and Lara will drop.

## MONKEY SWING

If Lara discovers an overhead frame, she may decide to monkey swing across it. Press the Jump button to jump up to the frame, immediately press the Action button to grab onto the frame, and while still holding down the Action button, press  $\uparrow$  to swing forward. Pressing  $\leftarrow/\rightarrow$  makes Lara hang and rotate. Releasing the Action button causes Lara to release the bars.

## PICKING UP OBJECTS

Lara can retrieve objects and store them in her Inventory. Position Lara in front of the object you want to retrieve. Press the Action button and she will pick it up.

Often, enemies drop objects when they are defeated; it's always worth checking out their bodies just in case.

Some objects can be broken, revealing valuable pick-ups. Objects may also be placed on blocks and hidden inside walls - in this case, press the Action button to reach in and grab it.

## USING SWITCHES/SOLVING PUZZLES

Many puzzles await Lara; these will take many unusual forms. You may simply need to flick a switch by positioning Lara near the switch and pressing the Action button. For other puzzles you may need to collect two halves of an object, combine them in the Inventory and use them as a key.

## THE CROWBAR

Lara may need to pry items from walls or pry open doors. To do this she'll need a crowbar. Select the crowbar from the Inventory to use it.

## USING FLARES

If Lara finds herself in the dark and has any flares in her Inventory, she can get one out and light it by pressing the Flare button. This will light up her surroundings for a minute or so. While she is carrying the flare she can still vault or climb - flares even work underwater. To discard the flare, drop it by pressing the Draw button. To throw the flare a longer distance, press the Flare button again.

## PUSHING/PULLING OBJECTS

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand in front of the object and hold down the Action button. Lara will get into her ready stance. Press **↓** to pull the object and **↑** to push it. To end this task, release the Action button.



## LOOKING AROUND

Pressing in the Right Stick or pressing the Look button (default LI) makes the camera go directly behind Lara. With the Look button held down, the Left Stick/Directional buttons allows Lara to look around her. Once you release the Look control, the view returns to normal.

**TIP:** When lining Lara up for a jump, pressing the Look button will show you what direction she is facing in.

## INVENTORY

While in-game, press **SELECT** to display the Inventory. Use the Directional buttons to navigate and the X button to select. Depending on the object highlighted, a menu may be displayed. For example, highlighting the crossbow presents these options:

**EQUIP** – Arm Lara with the weapon.

**COMBINE** – Allows the item to be combined with certain other items held in the Inventory, i.e. the laser sight.

**CHOOSE AMMO** – In some instances Lara may collect different forms of ammo. This option lets you choose between available ammunition for your selected weapon.

Press **SELECT** to exit the Inventory.

## MEDIPAKS

Using a small MediPak (when collected) will restore 1/2 of Lara's health. Using a large MediPak will fully restore health. Beware: some enemies will poison Lara. In that case, her health bar will appear and begin to flash yellow, decreasing as it flashes. Use either a small or large MediPak as an antidote.

## SAVE/LOAD GAME

Make sure your Memory Card has enough free blocks (2 to 10) before commencing play. To save the game at any point, display the Inventory, select Save Game, select a file and press the X button. Your Save Game will be automatically named. There are a total of five save game files; select a previously used file to overwrite. To load a previously saved game, select Load Game and choose a game to load.

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### CONTACTING TECH SUPPORT

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time.

**Note:** Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquiries to the 900 hint line listed below.

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**Hint Line:** Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. The charge is \$.99 per minute. You must be 18 years or older; or have your parent's permission to call.